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ENGL 3500

HW3: More Inky Reflection

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Sicart's constant one-sided argument with Bogost through his paper, "Against Procedurality", was both entertaining and agreeable. Sicart hoped to reprimand Bogost for his one dimensional view on games, procedural activities, and the like as he viewed these ideas more as a form of play rather than a linear, rigid system that the audience must follow. I see games in a similar light, in which the player has free reign to enjoy the story and gameplay through their own lens; authors rarely restrict players to set rules, instead allowing the liberty to enjoy the play in the way the audience shapes it. However, Bogost argues that all games and forms of media follow a certain procedure that the audience must abide by, with the author preventing deviation from the norm. *ChipWizard* hopes to probe Bogost wrong; in the game, you may build circuits, play other various minigames, and read messages. If the game were to lie along the lines of procedure, then the audience could expect that they must read the messages and play all of the games in accordance with the in-game manual. Although, this is not the case as players are free to conduct their own "play" in the game: they can choose to compete with other players or not to read the messages. These options given to the player shape the way the game plays out, creating diverse experiences for all players, deviating from the "procedure" that Bogost argues is apparent in many forms of media.

Inky is of the same nature as Sicart's argument; the author and player have freedom to allow for custom game experiences by creating diverging paths, optional routes, and exploring only what the reader sees fit. Though some paths of the debugging assignment were mandatory, the essence of a Choose Your Own Adventure game lies in the player's ability to *choose* their own adventure, creating that unique game experience across the player base. The short Inky game I created this week follows this form of play; there are some procedural routes, but in the end, not all paths must be taken to arrive at the player's desired ending.